

## Summer Bible Study

Greentown Baptist Church Wednesday, 6/7/2023

1.	What will we call God in Heaven? Will it be God or Yahweh? Will we call Jesus Jeshua?
	• Yahweh is a name for God the Father, and Jeshua is the Hebrew name for Jesus.
	• There was one language over all the earth before the rebellious event at – Gen. 11:1-9.
	• The Bible indicates that God will return the world to language again once He returns. Keep in mind as well that God holds the key to all language barriers – Zeph. 3:8-9; Acts 2:1-11.
	• It is likely that Hebrew is the spoken language of eternity, but not specifically stated. Hebrew has not changed through time. It is still what it always was and is built uniquely – Acts 26:14.
2.	Is it possible for the human brain to evolve? Has the human brain become smarter, developed certain tendencies/psychological traits or learned behaviors over time? Or did God make our brains exactly as they are/were with no mental growth?
	<ul> <li>The Bible states that humans will increase in the ability to travel and to things (knowledge) but not necessarily due to the evolving of the human brain – Dan. 12:1-4, 10.</li> </ul>
	• The of the mind <b>in any generation</b> is designed so a person can find, know, and love God. Sin always brings the mind and body into decline – Matt. 22:37-38; Rom. 1:20-32; Deut. 5:9-10.
	• The capacity of the mind to in the generations following Jesus Christ is greater because of the permanent indwelling of the Holy Spirit – 1 Cor. 1:4-5, 2:16; Rom. 12:2.
3.	Should we be fasting? Is it wrong if it is not a part of your walk with Christ (see Matt. 6:16, 9:15)?
	• Christians be fasting – Matt. 6:16, 9:14-15; Acts 14:23; 1 Cor. 7:5; 2 Cor. 6:4-5, 11:22-27.
	• Fasting is <b>next-level</b> in our walk with Christ and in our of God – Matt. 4:1-3a; Mk. 9:28-29.
	• Fasting is a tool God gives us to seek Him on a <b>deeply personal level</b> . We are commanded

to fast, but rather encouraged to do so in our personal pursuit of God – Job 23:12; Matt. 6:16,

20:31-32; 2 Sam. 12:21.